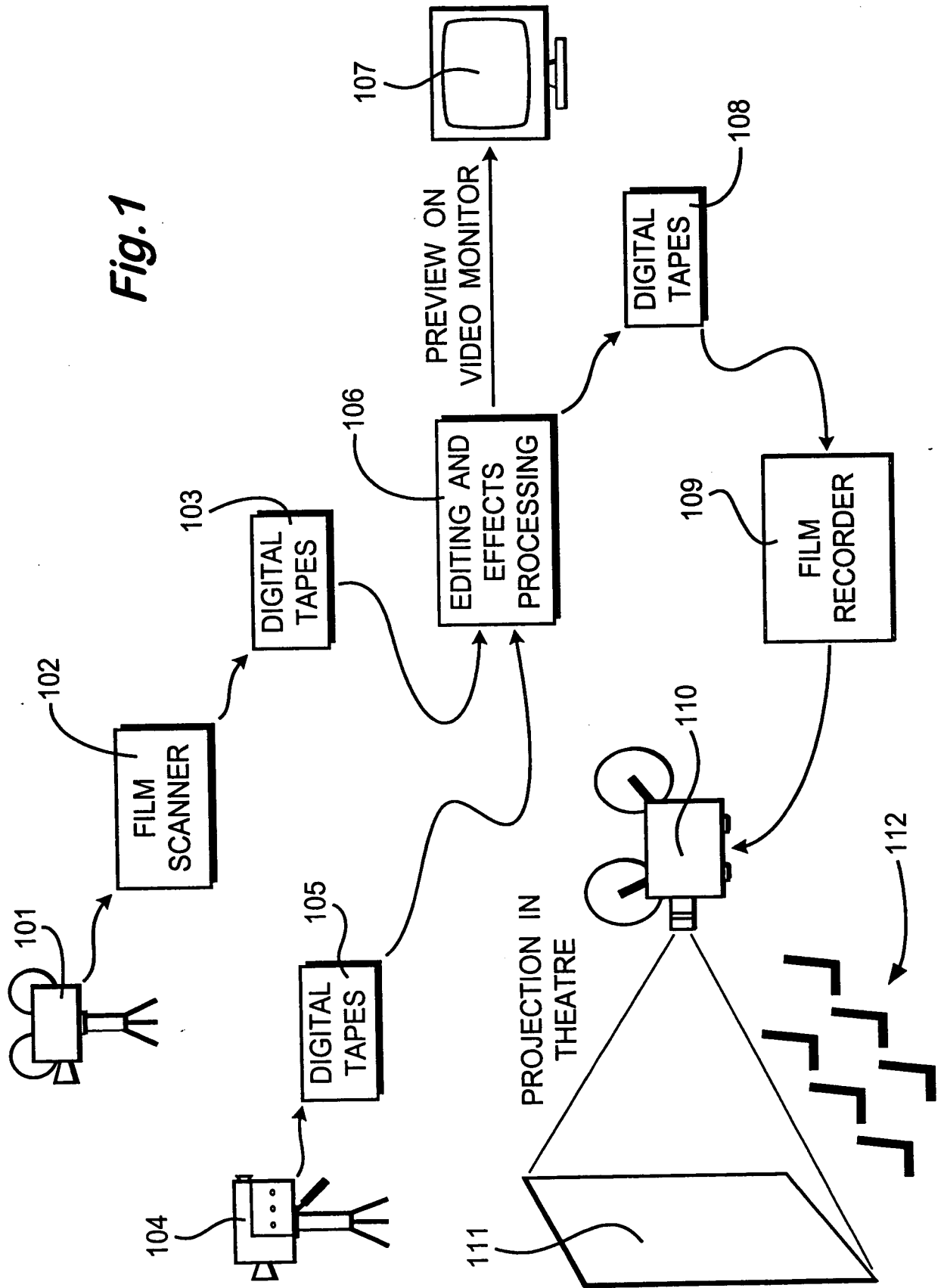
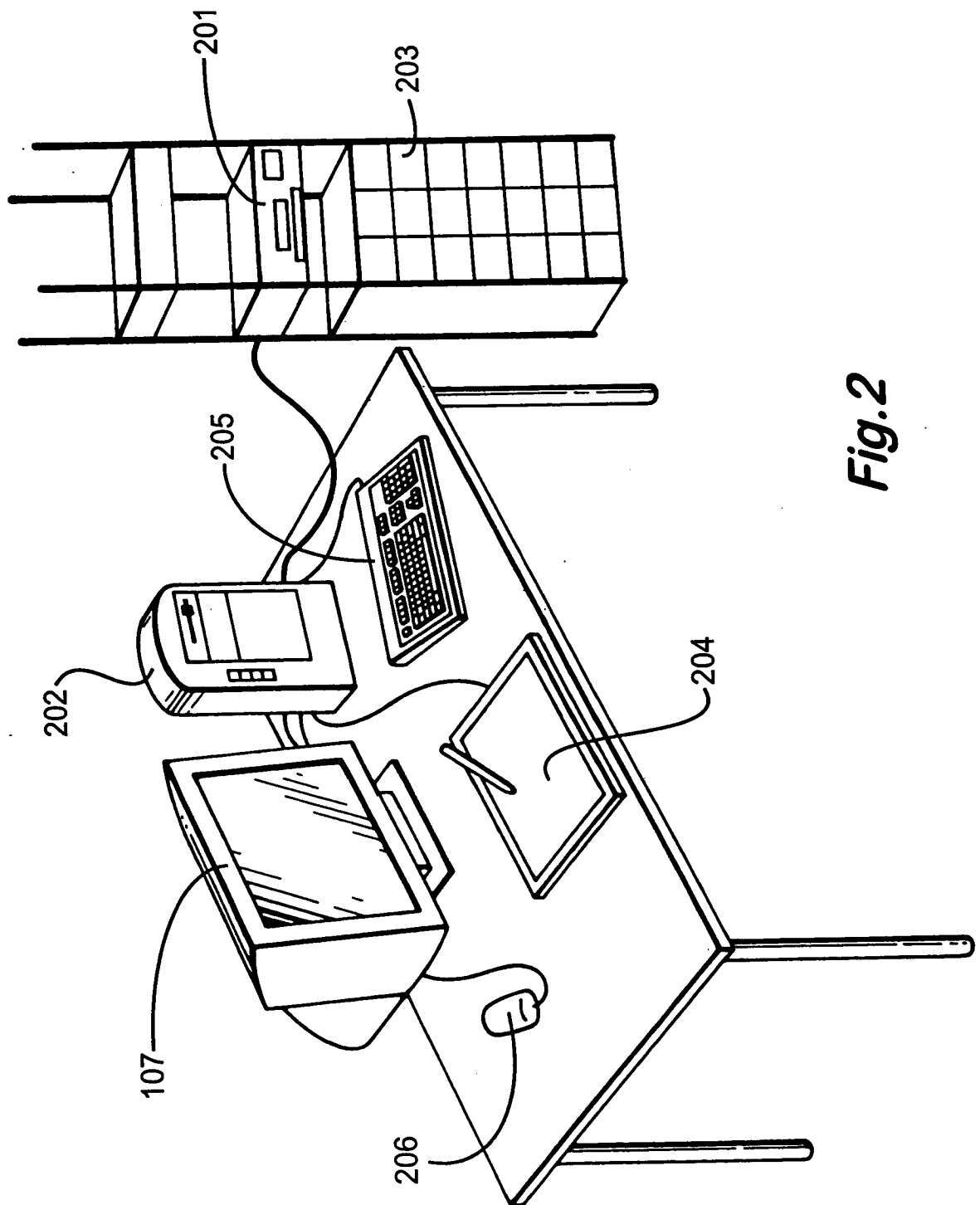


Fig. 1



*Fig. 2*

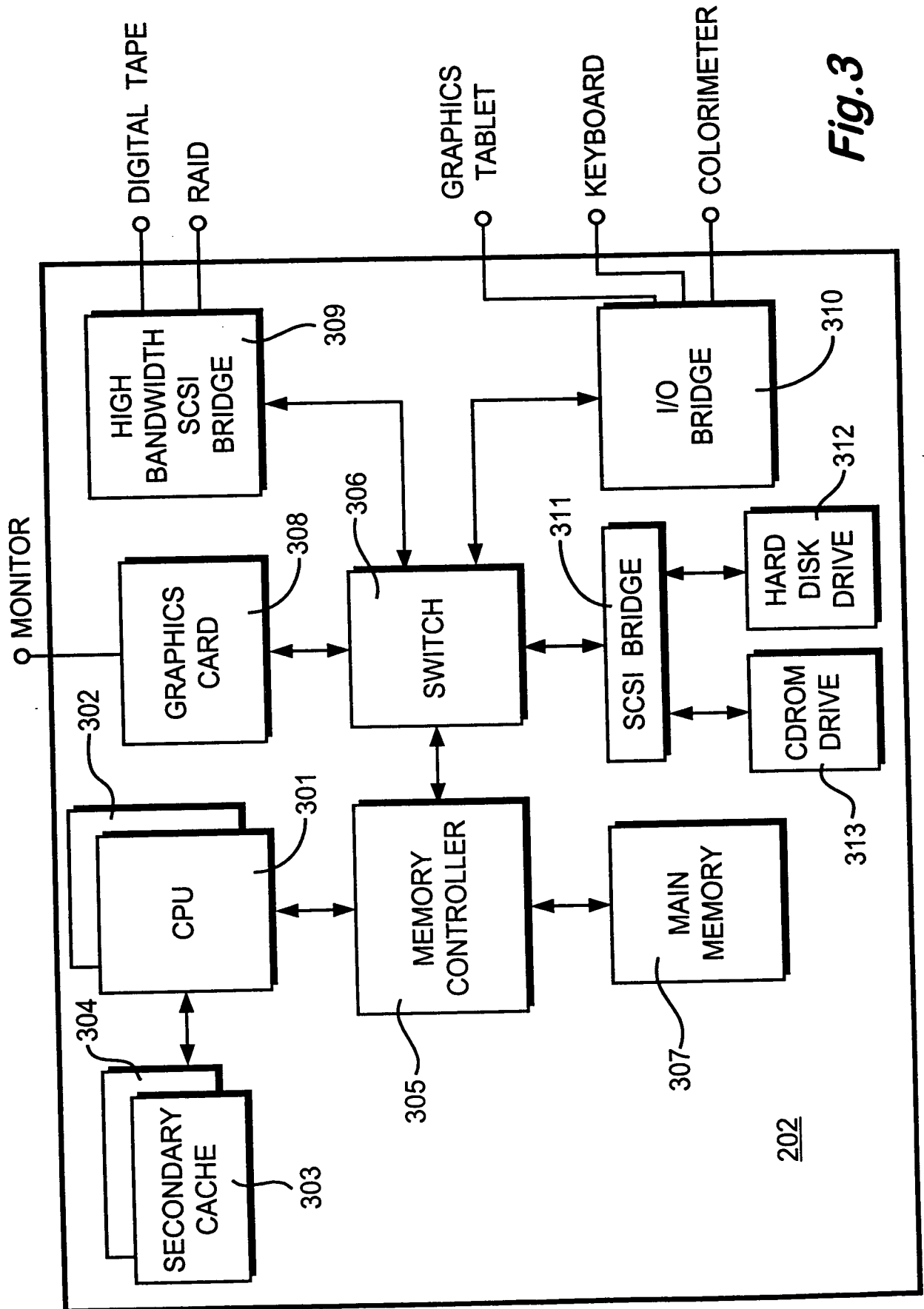
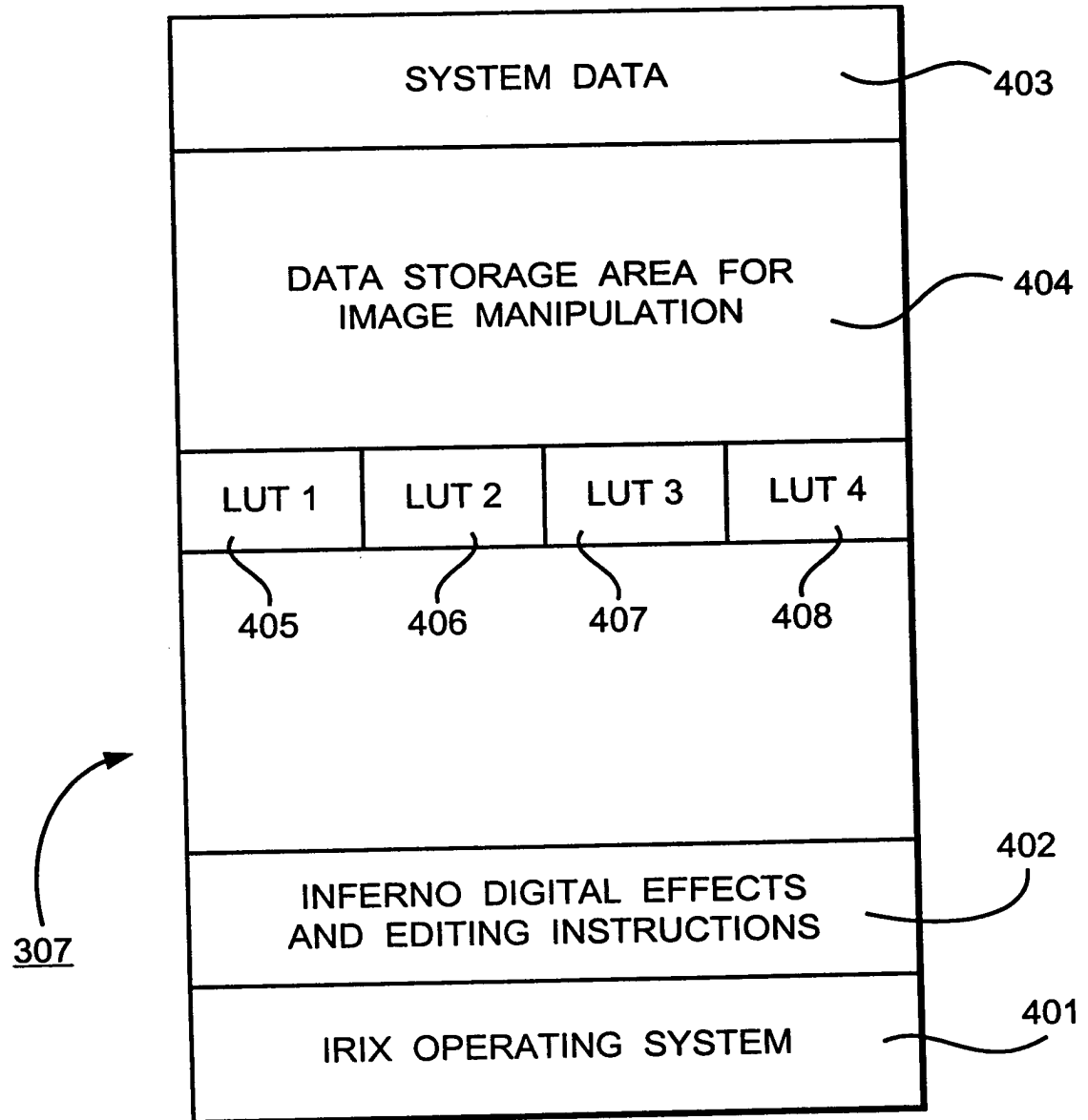


Fig. 3

*Fig.4*

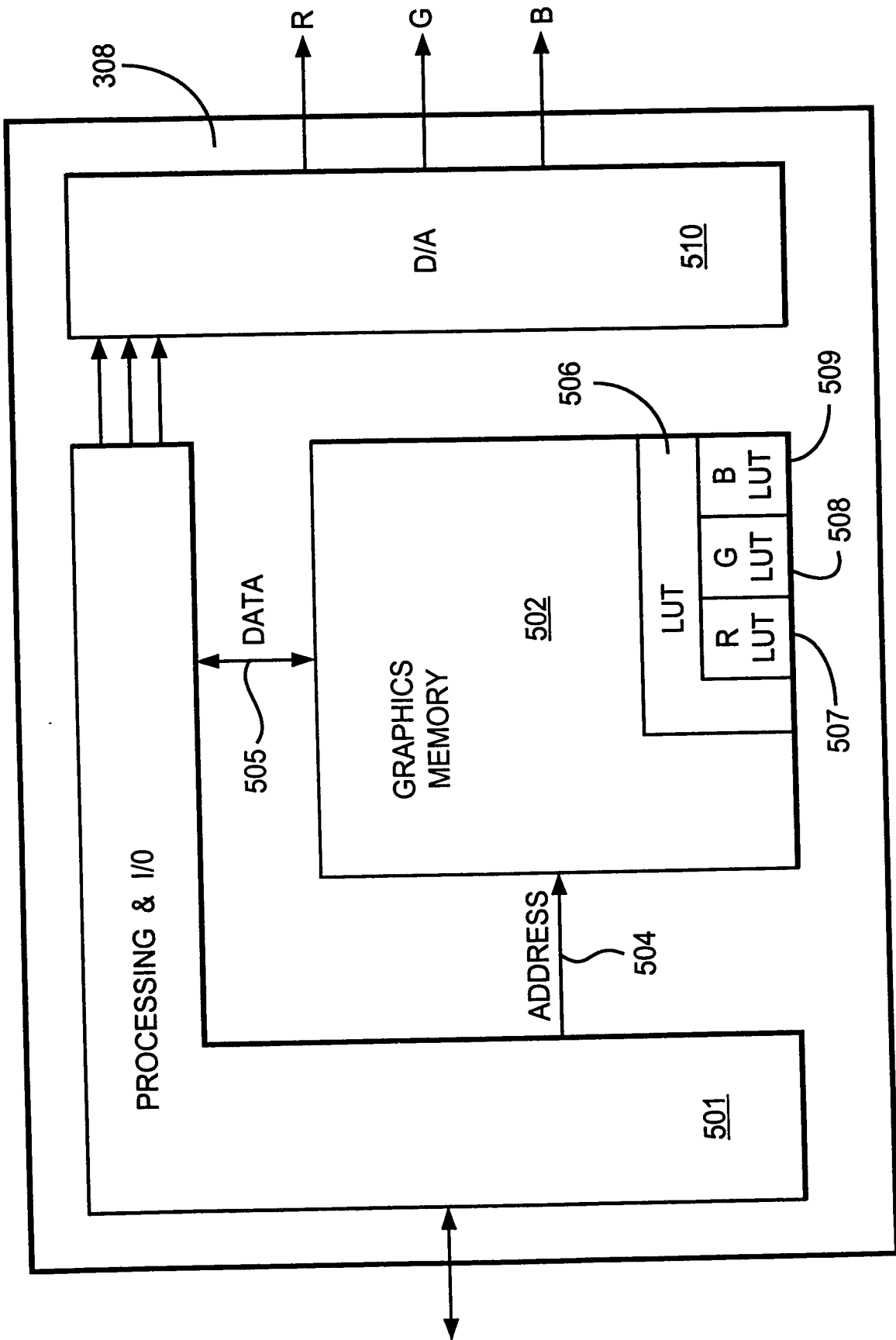
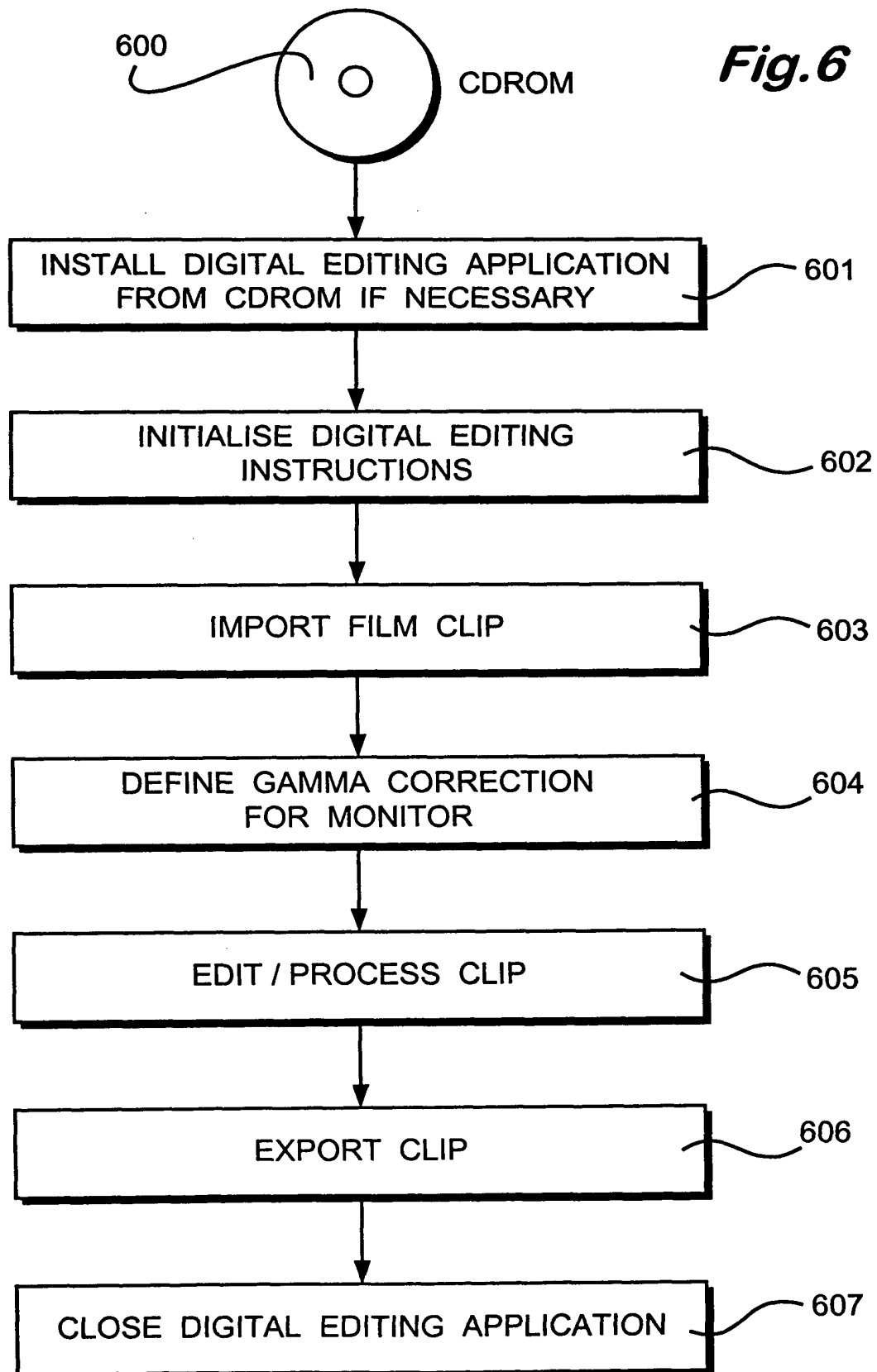
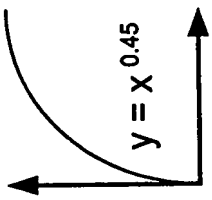


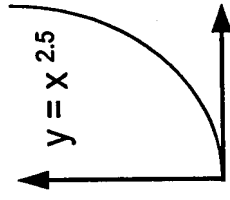
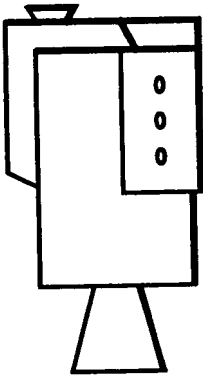
Fig. 5





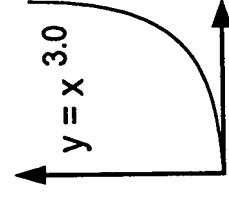
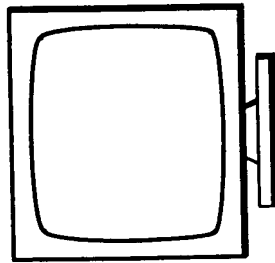
GAMMA = 0.45

VIDEO  
CAMERA



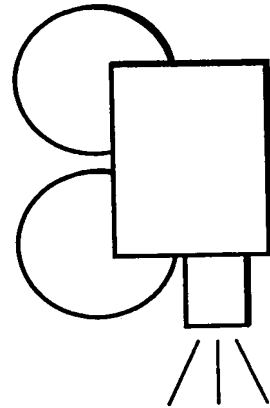
GAMMA = 2.5

COMPUTER  
MONITOR



GAMMA = 3.0

FILM POSITIVES  
FOR  
PROJECTOR



*Fig. 7*

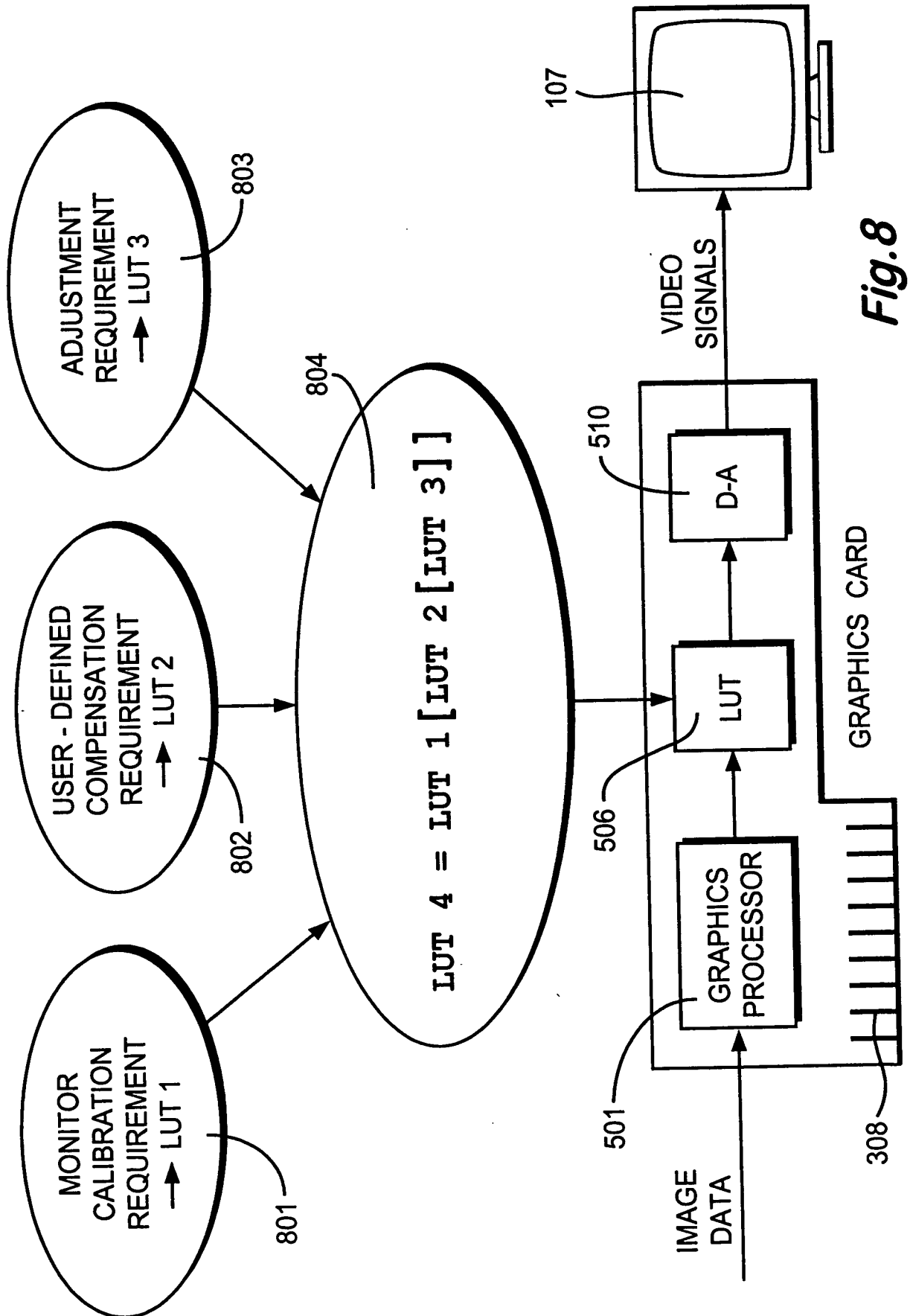
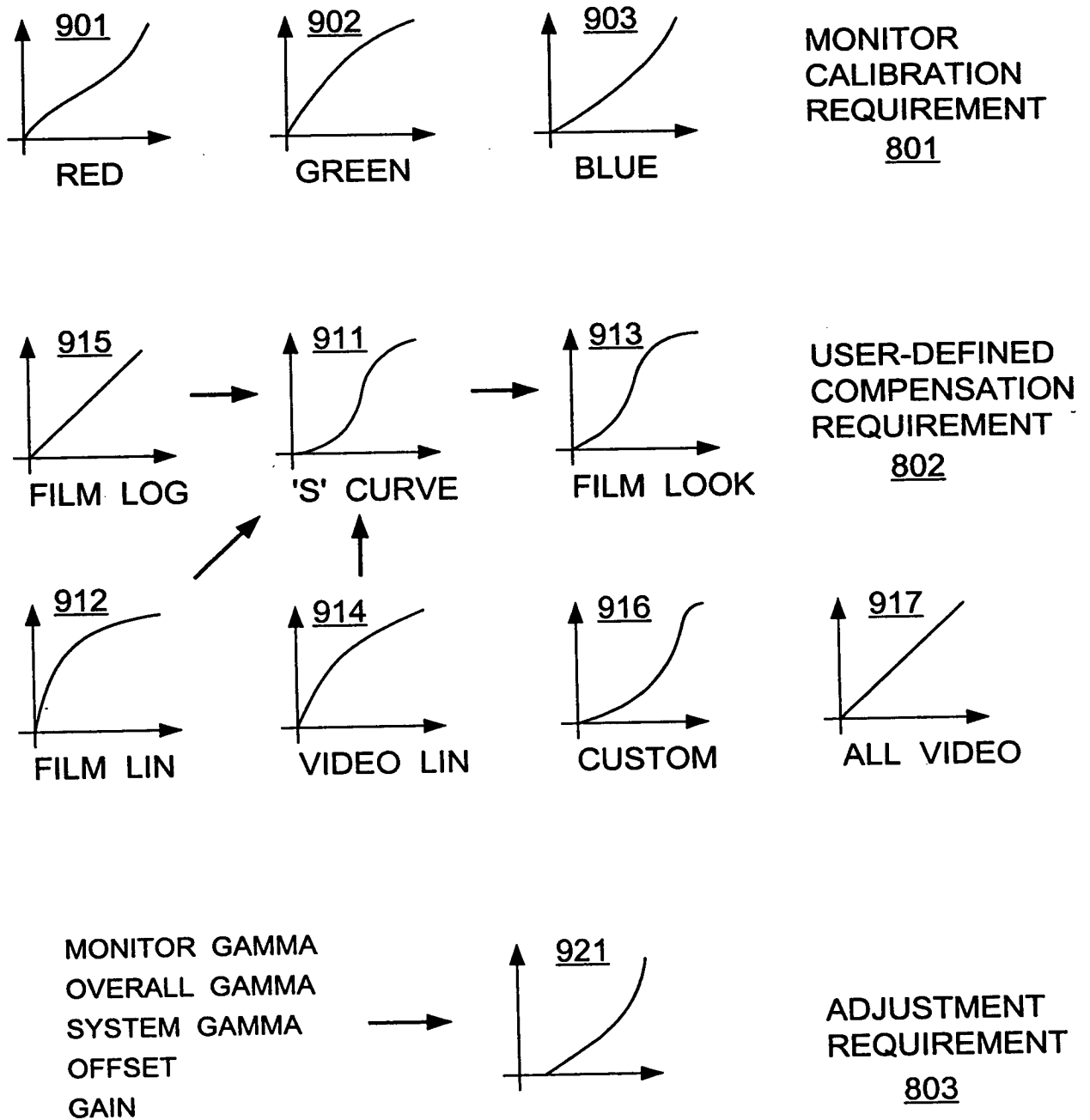


Fig. 8





**Fig.9**

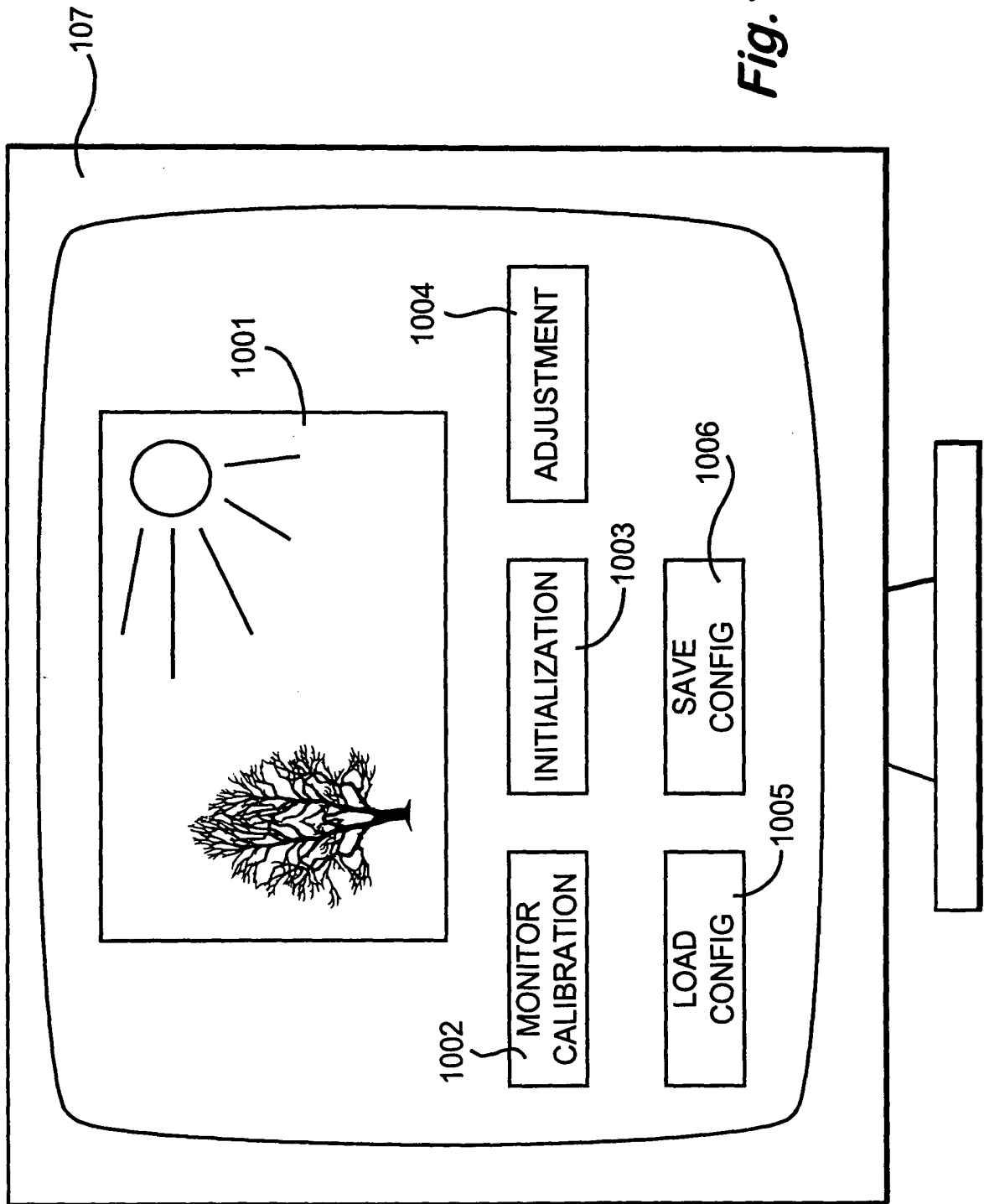
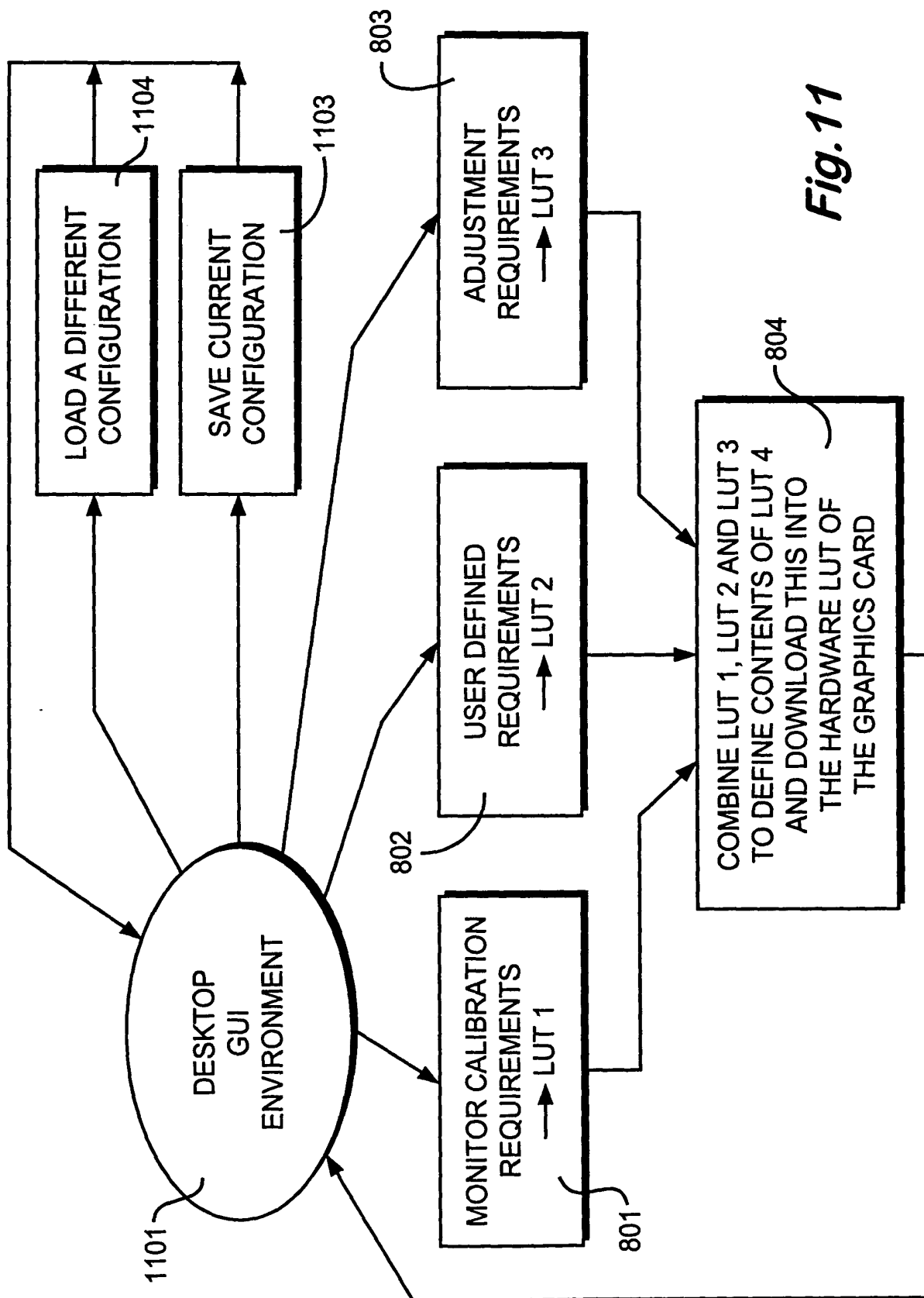
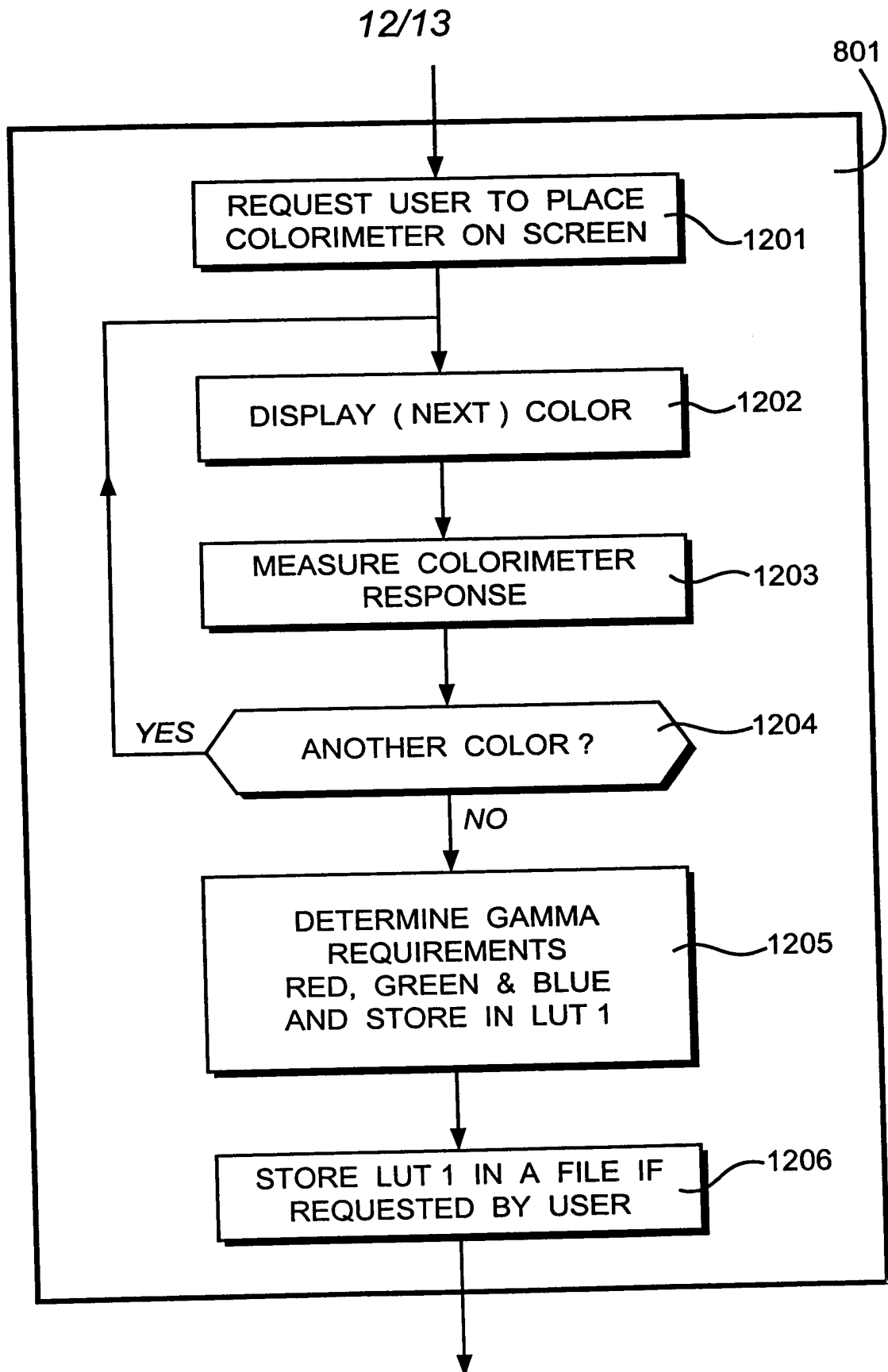


Fig. 10

*Fig. 11*



**Fig.12**

```
for (x=0;x<256;x++)  
{  
    LUT_R=LUT 1_R[LUT 2_R[LUT 3_R[x]]];  
    LUT_G=LUT 1_G[LUT 2_G[LUT 3_G[x]]];  
    LUT_B=LUT 1_B[LUT 2_B[LUT 3_B[x]]];  
}
```

*Fig.13*

```
for (x=0,y=0;x<256;x++)  
    for (z=0;z<256;z++,y++)  
    {  
        _LUT_update(RED,y,LUT_R[x]);  
        _LUT_update(GREEN,y,LUT_G[x]);  
        _LUT_update(BLUE,y,LUT_B[x]);  
    }
```

*Fig.14*